

Dublin Basketball League Rules

Current National Federation of State High School Association rules will be adhered to with the exceptions contained in these rules.

RULE 1: USE OF DCRC FACILITIES

SECTION 1 There is to be no smoking/tobacco products or unbecoming conduct within any building or upon the grounds.

SECTION 2 No intoxicating beverages are allowed in any building or upon the grounds surrounding any building.

SECTION 3 No one is allowed on a gymnasium floor in street shoes or black soled running/tennis shoes. Playing in socks or bare feet will NOT be permitted.

SECTION 4 Due to limited space and safety issues, we ask that you DO NOT INVITE your family to attend the game. However, if there is an occasion that you must bring your children, you are required to provide supervision for them at all times by a NON-PLAYING person. NOTE: OUR SCORE KEEPERS ARE NOT BABYSITTERS! The gym area is not to be used as a play area for children.

SECTION 5 League participants are not permitted access or use of any other areas within the Dublin Community Recreation Center (DCRC) (i.e. weight room, track, pools, etc.) unless they are paid members of the DCRC. No warming up or bouncing the ball in the lobby area of the DCRC is permitted.

SECTION 6 All players, referees, and spectators must present a valid DCRC membership card, driver's license or other government-issued photo ID to enter the facility. No exceptions!

PENALTY: Any individual or team found to be in violation of Sections 1 through 5 may be suspended from future league play.

RULE 2: FORFEITS AND GRACE

SECTION 1 Any team that forfeits two games will be dropped from the league; once forfeited from the league all games scheduled for that team will be forfeited to the opponents.

SECTION 2 Game time is forfeit time! *certain situations will be permitted a five minute grace period only if it's called ahead of time.

SECTION 3 A team that forfeits two games in one season will NOT be allowed to renew its franchise for the following season.



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SECTION 4 For the team that gets a victory via forfeit, each member of the roster receives full attendance for that game (players must be listed on roster prior to the game).

RULE 3: TEAM FEES AND ELIGIBILITY ROSTER FORMS

SECTION 1: Application & Roster Forms

- A.** Roster must be turned in at the managers' meeting if a team has qualified as a resident team. Roster forms are the final roster forms. These are to be filed with the Recreation office, properly filled out turned in at the first scheduled league game. If a team is scheduled and a game played without the form filed, the game is subject to protest and eventual forfeiture. In addition to the scorebook, the rosters will determine playoff eligibility. Teams may add players to the roster through the 5th game of the season, but cannot remove a member unless he or she is suspended.
- B.** Application & Roster forms are not to include more than 12 players. All players in excess of 12 shall be ruled ineligible.
- C.** Additions and deletions to forms can be made only in writing. Changes will be accepted via email; none will be accepted over the phone.
- D.** The signing of an eligibility form by a manager is regarded by the office as an acknowledgment by the signer that the players, whose names are on the form, meet the qualifications set up for that league and the regulations set up by the Dublin Recreation Services department.

RULE 4: INDIVIDUAL ELIGIBILITY

SECTION 1: A Player can be a member of only one team in the same league.

SECTION 2: A Player cannot transfer from one team to another in the same league (penalty will be forfeiture of the game that illegal player participated in)

SECTION 3: All players in DCRC Leagues must be 18 years of age and out of high school by the day the league begins. Current players on NCAA rosters are not eligible to participate.

RULE 5: PLAYOFFS

SECTION 1: To be eligible for a league playoff game, a player must have played in at least **40%** of the league games



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during the season. Team rosters and score sheets will be the final document to determine the amount of games played. Playoff rosters will be finalized after the 5th game and before the sixth game of the regular season.

SECTION 2: The top 4 teams will be invited to enter the playoffs in all leagues. Seeding will be determined by the best overall record. In the event of a tie, playoff positions will be determined by head-to-head competition between the teams tied. If the head to head competition resulted in a tie, the third tie-breaker will be point differential for the teams involved in the tie breaker. NOT POINT DIFFERENTIAL FOR ENTIRE SEASON, only head-to-head point differential.

SECTION 3: Playoffs will be held during week 11 or 12 on team's regularly scheduled night. The championship game will be played the Sunday after all games have been completed. Following the Championship games on Sunday, the two (2) winning teams of the Competitive league Championship games will play in an abbreviated game (see below) to earn the title of Champ of Champs Competitive League Champions. The winning three (3) teams of the Recreation League Championship games will play abbreviated games to earn the title of Champ of Champs Recreational League Champions. The Championship team (out of the three champions) with the best overall regular season record will earn a bye in the first round. If there is a tie in the regular season records, then point differentials will be used between those teams and the team with the highest point differential during the regular season will earn the first round bye in the Champ of Champs tournament. The Champ of Champs tournament games will consist of two (2) ten-minute halves, running clock, with the clock stopping during the last minute of the first half and last two minutes of the second half. Teams will receive two (2) one-minute timeouts per game.

RULE 6: GENERAL PLAYING RULES HIGHLIGHTS

NOTE: Rules governing general play not described in Dublin Recreation League Rules are the rules of the Ohio High School Athletic Association.

SECTION 1: The degree of enforcement of rules and resulting penalties is left up to the discretion of the Referees, League Supervisor, or if needed, the Recreation office.

SECTION 2: Length of the game: **There will be two 20 minute halves.** Clock runs continuously except during timeouts, referees' discretion, and on all whistles during the last one (1) minute of the first half and the last two (2) minutes of the second half. In overtime, the clock will not stop for the first two minutes but will stop on all whistles in the last minute (1) of the overtime. In the second overtime, the clock will stop on all whistles.

SECTION 3: Time-Outs: Each team will have two timeouts per half; each timeout is one-minute each. Timeouts DO NOT carry over. The team may only call time-outs with possession of the ball or during a dead ball situation. Timeouts in excess of the allotted number may be requested and shall be granted during regulation playing time or during any overtime period at the expense of a technical foul. The technical foul must be given even if the official was



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unaware that the time-out was excessive. One 30-second time-out for each overtime period will be allowed. Time outs from regulation play or overtime play do not carry over into the overtime.

SECTION 4: Each team is responsible for giving line ups to the Scorers' table before each game. All team members are required to have same colored jerseys with different permanent numbers on the back to be eligible to participate. If improper uniforms are worn, the entire team will be required to wear pinnies provided by the recreation center.

SECTION 5: During regular season play, overtime will be three (3) minutes long with the clock stopping during the last one (1) minute of play. One (1) time-out is given per team. A tie after the first overtime will result in a one (1) minute second overtime, with the clock stopping on all dead ball situations. A tie after the second overtime will result in sudden death where the first team to score at least two points wins (points can be scored via field goal or free throws). During tournament play, every overtime period after the first overtime period will be two minutes, with the clock stopping the final (1) one minute of play.

SECTION 6: Teams may start with 4 players. Teams must always have a minimum of two players to finish a game.

SECTION 7: Hanging on rim (except to avoid injury) will result in a technical foul.

SECTION 8: The "mercy rule" will be in effect if a team is leading by twenty (20) or more points at the two (2) minute mark of the 2nd half. The game will be considered over at this time.

SECTION 9: Due to the logistics of the DCRC gymnasium, the back court violations will be explained by the officials before the game.

RULE 7: PROTESTS

SECTION 1: Protests based upon the official's judgment in calling plays will NOT be considered.

SECTION 2: Protests based on the misinterpretation of a rule or the misapplication of a rule to a given situation will be considered.

SECTION 3: For a protest to be valid, the manager must register his protest immediately with the officials and opposing coach before the ball becomes live after the incident. This will enable the officials and the opposing team to take notice of the conditions surrounding the making of the decision. The manager must clearly state to the official his precise intent to protest and must employ the word "protest" in expressing his intent.

SECTION 4: If a protest is sustained, the game shall be replayed from the point of the protest with the decision corrected.



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SECTION 5: All Protests must be made in writing, complete in detail, stating the rule and section number under which the protest is made and all essential facts involved in the matter protested; the information must be accompanied by a \$10.00 protest fee (returned if protest is sustained); and must be turned in to the Recreation Division within 24 hours from the date of the contest in question. (Postmarks are accepted. City of Dublin holidays, Saturdays and Sundays, and other days when the Parks & Recreation office is closed shall not be included within the 24 hour period).

SECTION 6: Protests involving the eligibility of a player or team will be resolved by the Recreation Supervisor on the basis of records on file in the Recreation office.

SECTION 7: In case the ineligibility of a player is sustained, all games in which that player has participated will be forfeited to the opponents.

RULE 8: SERVICE AND DISABILITY

SECTION 1: A person who has participated in 50% of the games played since his name was placed on the eligibility form may be replaced if he sustains an injury which will prevent his playing for the rest of the season. Such replacement must be made within two weeks of the injury. Such a player will assume the accrued number of games played. Doctor's statement is required in such cases. In no case will the replaced player be allowed to resume playing during the current season with any team even if the disability is no longer there.

PLEASE NOTE: Injured players who were not regular players may not be replaced.

SECTION 2: An injured player returning to play after being withdrawn becomes an ineligible player and subjects his team to penalty or forfeiture of all games participated in after withdrawal.

RULE 9: UNSPORTSMANLIKE CONDUCT (read this section and share with team members!)

SECTION 1: Any form of improper conduct, whether toward a referee or another player, will not be tolerated.

- A. First technical warrants a warning to that player and his manager.
- B. Second technical: results in ejection for that player. The player will be required to leave the premises. Ejected player is suspended for the next scheduled game (including playoff games).
- C. Four team technical fouls warrant: 1) forfeiture of that game.
- D. A technical foul for something other than a rule violation, e.g., grabbing the rim, improper uniform will count as a team foul which goes against the bonus situation but not against the player himself.
- E. The jurisdiction of officials, scorekeepers, and timers does not end until they have left the game site. A player or manager does not have the right to abuse an official, scorekeeper, or timekeeper because the



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official "game time" has ended. Technical fouls may still be given out at the end of the game and count towards a player's or manager's ejection.

F. Individuals having intent or any PHYSICAL ENCOUNTERS WITH THE OFFICIALS, (i.e. shoves, chest to chest, slaps, punches, or throwing objects) will be ejected immediately and also be "suspended for life" from the Dublin Basketball League. MEANING: YOU ARE NOT WELCOME INTO OUR LEAGUE & YOUR NAME WILL BE KEPT ON FILE.

G. Individuals who are ejected from two games within one season due to a physical encounter with another player; will be "suspended for life". Both team members and the team managers are responsible to keep other members of their team focused on good sportsmanship.

H. Teams showing a consistent inability to show good sportsmanship conduct WILL NOT be invited back for the next season. Managers will be notified at the end of the current season if they are ineligible.

I. A sportsmanship ranking rule may be introduced into a league suffering in the area of good sportsmanship. It is our final attempt to maintain control within the league. Officials, including scorekeepers along with team managers will fill out a conduct rating sheet after each game. Teams MUST maintain an average of 2.9 or above to stay active in the league and/or playoffs. Dublin Recreation reserves the right to call the season off due to continued threatening behavior of various teams within the league.

SECTION 2: Officials may eject from the game any player or manager guilty of foul or obscene, profane or abusive language. Players fighting will be ejected from the game. The official shall report to the Recreation office such players or managers. Ejected player or manager is suspended for the next scheduled game (including playoffs).

SECTION 3: Scorers and timekeepers are to be considered officials and are entitled to the same respect and consideration as other officials.

WAIVER OF RULES

Experience has proven that it is impossible to anticipate all problems which may arise when rules are formulated and adopted. Therefore, the Dublin Recreation Services office reserves the right to waive any rule governing play in any league under the jurisdiction of Dublin Recreation Services when, in its judgment, the application of said rule will result in gross unfairness and unreasonable hardship. The Recreation office will exercise this authority only in abnormal situations upon the request of the manager or other authority and render its decision only after a full and complete review.

